# ANDI GIBSON

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**Worked with** Alexa Skills, AWS CloudFront, API, Lambda, Route 53, S3, DynamoDB, Amazon SNS; SQL, Node, Ember, ReactJS, API, Swift, SwiftUI, C++, Python, Pygame, HTML, CSS, JavaScript and Heroku

## **Experience**

06/2020 – 08/2020 REDMOND, WA

#### Microsoft, New Technologist intern

- Experience in app development lifecycle from both SWE as well as the PM perspective
- Created product lifecycle and prototype solutions for the modern customer

01/2020 NEW YORK, NY

#### LinkedIn, SOFTWARE ENGINEER INTERN

- Team project to add comment features to live videos in the LinkedIn Live Video team
- Developed time-formatting, hover overlays, toggle screens and grouped data into buckets

04/2018 – PRESENT NEW YORK, NY

#### John Jay College, COMPUTER SCIENCE TUTOR

- Tutor college students in C++, Algorithms, Data Structures, Source Code Control
- Tutored STEM students in Python class project on game development

12/2019 NEW YORK, NY

#### JP Morgan & Co, VIRTUAL SOFTWARE ENGINEER INTERN

- Set up systems for analysis of the data with git and python
- Implemented open source code in preparation for data visualization using typescript and react

## **Projects**

- **JP Morgan and Co Hackathon**: This website takes advantage of a Python Flask web framework and a game component written in C#. (<a href="https://github.com/andigibson93/team-16">https://github.com/andigibson93/team-16</a>)
- Blas Center Productions Company: This website uses a bootstrap template with HTTPS conversion
  with masking for the domain using GitHub pages. (<a href="https://github.com/andigibson93/Blas-Website">https://github.com/andigibson93/Blas-Website</a>)
- **Coding Games:** Created the snake game which uses random generator for fruits, increased speed, obstacles on each level and multiplayer. (https://github.com/andigibson93/games)
- IOS App: Using Swift and SwiftUI to create an app for Blas center Productions company
  - (https://github.com/andigibson93/BlasAPI) & (http://github.com/andigibson93/BlasApp)

### **Education**

Bachelor of Science, John Jay College: Major: Computer Science, Expected graduation: 2021, GPA: 3.8